218

The right-hand corridor leads you into a large, hot cavern. At your feet yawns a wide crevasse in whose depths flows a sluggish river of molten lava. Near by, spanning the chasm, is a flying arch of natural rock. Will you follow the edge of the cavern (turn to **99**), or cross the rock bridge (turn to **160**)?

219

With a sharp crack, the bar breaks out of its stays - creating a gap large enough for the two of you to pass through. However, the strain of breaking free has taxed Clovis greatly and he now lies panting and in pain on the ground. You help him to his feet and support him through the gap in the bars; then you stagger out into the compound. A bright light is burning some distance to the left. Talk with Clovis to decide whether you will both approach the light (turn to **354**), or move in the opposite direction (turn to **428**).

220

You step off the path, stumble in the darkness and pitch headlong into a quicksand. You struggle for the surface, unable to breathe or see: roll one die and deduct the result from your STAMINA. If you are still alive, you drag yourself to safety, and eventually discover another track. The music has stopped. Turn to **114**.

221

The Roc, evidently short on crew and ammunition, sends only a few desultory crossbow bolts down at you before wheeling about and setting off towards the horizon. You inspect the bodies of the two warriors: one is wearing a black cloak and the other a silver skullcap. Talk with Clovis to decide how you will divide these items between you. Then you continue across the desert. Turn to **173**.

222

The spell causes the branches binding you to shrink to mere twigs. Turn to **5**.

223

You head cross-country, bypassing the port of Kalamdar and eventually arriving on the shore of a wide blue lake which lies between towering hills. As you walk around this, you notice a flurry of activity in the air above the lake. Approaching you at high speed and in close formation is a flock of strange-looking birds: each creature has a long dagger-like bill glinting in the sun. Will you:

Use an item from your pack to escape the birds?	Turn to **419**
Cast a spell?	Turn to **441**
Stand fast and fight, if necessary?	Turn to **479**